

Object		
fUniqueID	kIsReferenced	kZombie
fBits	kHasUUID	kBitMask
fgDtorOnly	kCannotPick	kSingleKey
fgObjectStat	kNoContextMenu	kOverwrite
kCanDelete	kInvalidObject	kWriteDelete
kMustCleanup	kIsOnHeap	fgIsA
kObjInCanvas	kNotDeleted	
@~TObject	GetObjectInfo	operator new@[@]
MakeZombie	GetTitle	operator delete
DoError	HandleTimer	operator delete@[@]
TObject	Hash	operator delete
TObject	InheritsFrom	operator delete@[@]
operator=	InheritsFrom	SetBit
AppendPad	Inspect	SetBit
Browse	IsFolder	ResetBit
ClassName	IsEqual	TestBit
Clear	IsSortable	TestBits
Clone	IsOnHeap	InvertBit
Compare	IsZombie	Info
Copy	Notify	Warning
Delete	Is	Error
DistancetoPrimitive	Paint	SysError
Draw	Pop	Fatal
DrawClass	Print	AbstractMethod
DrawClone	Read	MayNotUse
Dump	RecursiveRemove	Obsolete
Execute	SaveAs	GetDtorOnly
Execute	SavePrimitive	SetDtorOnly
ExecuteEvent	SetDrawOption	GetObjectStat
FindObject	SetUniqueID	SetObjectStat
FindObject	UseCurrentStyle	Class
GetDrawOption	Write	Class_Name
GetUniqueID	Write	IsA
GetName	operator new	ShowMembers
GetIconName	operator new@[@]	
GetOption	operator new	

AliiMUONCalibrationData	
fIsValid	fCapacitances
fRunNumber	fNeighbours
fGains	fOccupancyMap
fPedestals	fRejectList
fHV	fgBypassPedestals
fTriggerDCS	fgBypassGains
fLocalTriggerBoardMaskConfig	fgkDCSSSt1Flag
fRegionalTriggerConfig	fgIsA
fGlobalTriggerCrateConfig	fgIsA
fTriggerLut	
fTriggerEfficiency	
@~AliiMUONCalibrationData	fPedestals
AliiMUONCalibrationData	fConfig
Capacitances	OccupancyMap
CreateCapacitances	RejectList
CreateGains	Pedestals
CreateGlobalTriggerCrateConfig	TriggerConfig
CreateHV	RegionalTriggerConfig
CreateTriggerDCS	RunNumber
CreateNeighbours	TriggerLut
CreateLocalTriggerBoardMaskConfig	TriggerEfficiency
CreateOccupancyMap	Reset
CreateRejectList	CreateObject
CreatePedestals	Check
CreateConfig	BypassStores
CreateRegionalTriggerConfig	AliiMUONCalibrationData
CreateTriggerLut	operator=
CreateTriggerEfficiency	MatchHVValues
Gains	CheckHVGroup
GlobalTriggerCrateConfig	MatchSt1DCSAliases
Gains	AddToMap
HV	Class
TriggerDCS	Class_Name
IsValid	IsA
LocalTriggerBoardMaskConfig	ShowMembers
Neighbours	